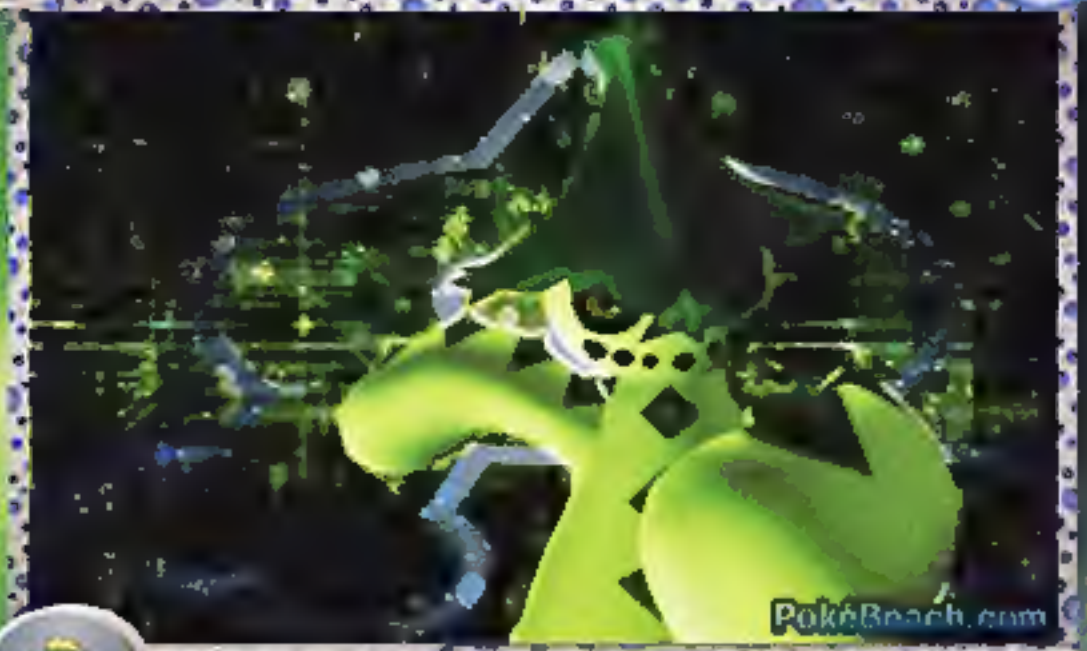
TEAM AQUA'S **Cacturne** 80 HP



STAGE 1

Evolves from Team Aqua's Cacnea

Illus. K. Utsumiya

This Pokémon is both [Grass] [Darkness] type.

Dark Bind 10

You may discard a [Darkness] Energy card attached to Team Aqua's Cacturne. If you do, the Defending Pokémon is now Paralyzed.

[Grass] [Colorless] [Colorless] Poison Barb 40

The Defending Pokémon is now Poisoned.

weakness [Fighting] resistance retreat cost [Colorless] [Colorless]

3U7-SXT-KUF

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1/95 ★

TEAM AQUA'S **Crawdaunt** 80 HP

STAGE 1 *Evolves from Team Aqua's Corphish*

illus. Nakaoka

This Pokémon is both [W] [D] type.

Aqua Reverse 20

Before doing damage, you may choose 1 of your opponent's Benched Pokémon that has Team Magma in its name and switch it with 1 of the Defending Pokémon. Your opponent chooses which Defending Pokémon to switch.

Deep Impact 40

If the Defending Pokémon already has any damage counters on it, the Defending Pokémon is now Confused.

weakness resistance retreat cost

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TEAM AQUA'S **Kyogre** 100 HP

BASIC

Illus. K. Hoshiba

This Pokémon is both [Water] [Darkness] type.

Poké-BODY **Power Saver**

As long as the number of Pokémon in play *(both yours and your opponent's)* that has Team Aqua in its name is 3 or less, Team Aqua's Kyogre can't attack.

[Water] [Colorless] **Aqua Trip** 10

Flip a coin. If heads, the Defending Pokémon is now Confused. If tails, the Defending Pokémon is now Asleep.

[Water] [Water] [Colorless] **Aqua Smash** 50+

If the Defending Pokémon is affected by a Special Condition, this attack does 50 damage plus 20 more damage.

weakness [Fighting] resistance retreat cost [Colorless] [Colorless] [Colorless]

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TEAM AQUA'S **Manectric** 70 HP

Illus. K. Utsunomiya

STAGE 1

Evolves from Team Aqua's Electrike

This Pokémon is both ⚡ and ● type.

Poké-Power **Power Shift**

Once during your turn *(before your attack)*, you may move any number of basic Energy cards attached to 1 of your Pokémon with Team Aqua in its name to another of your Pokémon. This power can't be used if Team Aqua's Manectric is affected by a Special Condition.

⚡ ✱ ✱ **Thunderspark** 50

Does 10 damage to each Benched Pokémon *(both yours and your opponent's)* that has Energy cards attached to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

TEAM AQUA'S **Sharpedo** 70 HP

STAGE 1 Evolves from Team Aqua's Carvanha

Illus. Katsura Tabata

This Pokémon is both [Water] [Darkness] type.

Rage 10+

Does 10 damage plus 10 more damage for each damage counter on Team Aqua's Sharpedo.

Aqua Slash 60

Team Aqua's Sharpedo can't attack during your next turn.

weakness resistance retreat cost

THU·MLO·MIG

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TEAM AQUA'S **Walrein** 120 HP

STAGE 2

Evolves from Team Aqua's Sealeo

Illus. Ken Ikuji

This Pokémon is both [Water] [Dark] type.

Power Blow 10+

Does 10 damage plus 10 more damage for each Energy attached to Team Aqua's Walrein.

[Colorless] [Colorless] Hydro Reverse 50+

You may return any number of basic [Water] Energy cards attached to all of your Pokémon to your hand. If you do, this attack does 50 damage plus 10 more damage for each Energy you returned.

weakness

resistance

retreat cost [Colorless] [Colorless]

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TEAM MAGMA'S **Aggron** 120 HP

STAGE 2 *Evolves from Team Magma's Lairon*

Illus. Hiromichi Sugiyama

This Pokémon is both [Fighting] [Darkness] type.

Crush 30×

Flip a coin for each Energy attached to Team Magma's Aggron. This attack does 30 damage times the number of heads.

[Colorless] [Colorless] Land Stream 50+

You may discard any number of basic Energy cards attached to Team Magma's Aggron. If you do, this attack does 50 damage plus 20 more damage for each basic Energy card you discarded.

weakness [Water] [Water] resistance retreat cost [Colorless] [Colorless]

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TEAM MAGMA'S **Claydol** 80 HP

STAGE 1 *Evolves from Team Magma's Baltoy*

Illus. Zu-ka

This Pokémon is both [Psychic] [Darkness] type.

Poké-Power **Magma Switch**

Once during your turn *(before your attack)*, you may move an Energy card attached to your Pokémon with Team Magma in its name to another of your Pokémon. This power can't be used if Team Magma's Claydol is affected by a Special Condition.

[Psychic] [Colorless] [Colorless] **Dark Hand** 40+

If you have more cards in your hand than your opponent, this attack does 40 damage plus 20 more damage.

weakness [Psychic] resistance retreat cost [Colorless] [Colorless]

AXK-WJ2-JGF

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TEAM MAGMA'S Groudon

100 HP

BASIC

Illus. Kazuo Yazawa

This Pokémon is both [Fighting] [Darkness] type.

Poké-BODY Power Saver

As long as the number of Pokémon in play *(both yours and your opponent's)* that has Team Magma in its name is 3 or less, Team Magma's Groudon can't attack.

Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Pulverize 50+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 50 damage plus 20 more damage.

weakness

resistance

retreat cost

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TEAM MAGMA'S **Houndoom** 70 HP

STAGE 1

Evolves from Team Magma's Houndour

Illus. Ken Ikuji

This Pokémon is both [Fire] [Darkness] type.

Roasting Heat 30+

If the Defending Pokémon is Burned, this attack does 30 damage plus 20 more damage.

Magma Spurt 30×

Discard the top 5 cards from your deck. This attack does 30 damage times the number of [Fire] and [Darkness] basic Energy cards discarded in this way.

weakness | resistance | retreat cost

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TEAM MAGMA'S **Rhydon**

90 HP

STAGE 1 *Evolves from Team Magma's Rhyhorn*

Illus. T. Hondo

This Pokémon is both type

Magma Jab 20

This attack's damage is not affected by Resistance

Shoot Down 50

If the Defending Pokémon has Team Aqua in its name, the Defending Pokémon is now Confused

TEAM MAGMA'S **Torkoal**

70 HP

BASIC

This Pokémon is both [Fire] and [Darkness] type

Magma Burn 10

Discard the top card from your opponent's deck, and flip a coin. If tails, discard a [Fire] Energy attached to Team Magma's Torkoal

Hot Air 30

Discard a [Fire] Energy attached to Team Magma's Torkoal, and your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

Weakness

Retreat Cost [Colorless] [Colorless]

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Raichu

80 HP

STAGE 1

Evolves from Pikachu

Illus. Ken Sugimori

Spark 20

Does 10 damage to 2 of your opponent's Benched Pokémon (1 if there is only 1). *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Kerzap 40+

Flip a coin. If heads, this attack does 40 damage plus 40 more damage to the Defending Pokémon and discard all Energy cards attached to Raichu

weakness resistance retreat cost

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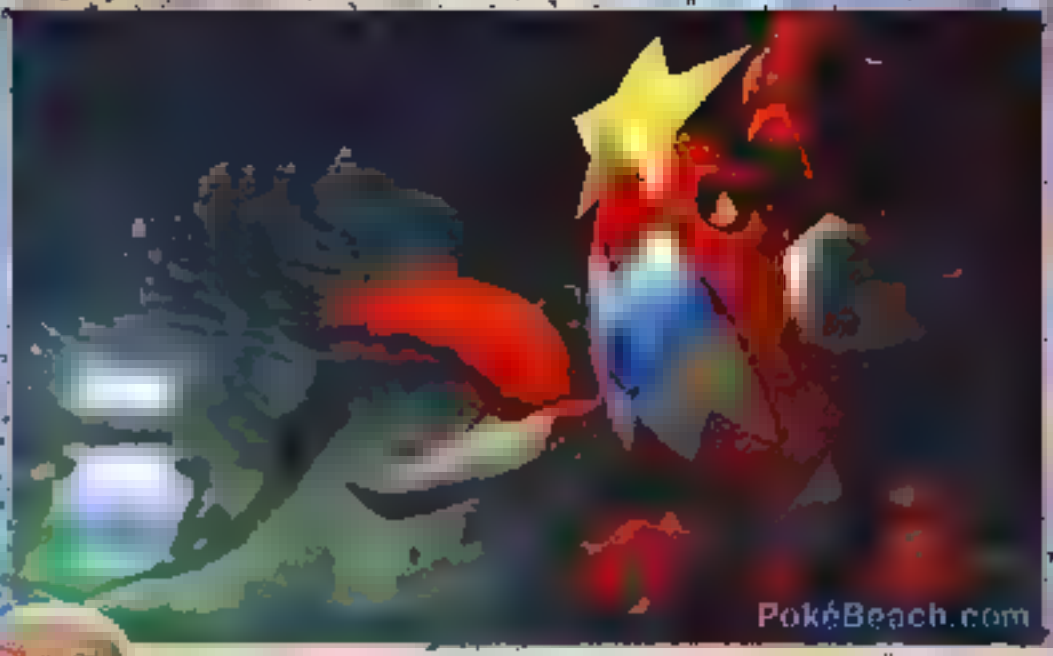
TEAM AQUA'S **Crawdaunt** **80 HP**



STAGE 1

Evolves from Team Aqua's Corphish

Poison Reaction 20+

If the Defending Pokémon is Poisoned, this attack does 20 damage plus 20 more damage.

Double Claw 30+

Flip 2 coins. This attack does 30 damage plus 20 more damage for each heads.

weakness resistance retreat cost

TEAM AQUA'S **Mightyena** 70 HP

STAGE 1 *Evolves from Team Aqua's Poochyena*

Illus. Shin-ichi Yoshinami

Bite 20

Mystic Fang 50

If the Defending Pokémon is Pokémon-ex, the Defending Pokémon is now Confused.

weakness resistance -30 retreat cost

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TEAM AQUA'S **Sealeo** 70 HP

STAGE 1

Evolves from Team Aqua's Spheal

Aqua Trance 20

At the end of your opponent's next turn, the Defending Pokémon is now Asleep.

Super Hypnoblast 30+

If the Defending Pokémon is Asleep, this attack does 30 damage plus 20 more damage.

weakness resistance retreat cost

TEAM AQUA'S **Seviper** 80 HP

BASIC

Illus. Junpei Suzuki

Call for Family

Search your deck for a Basic Pokémon or Basic Pokémon with Team Aqua in its name and put it onto your Bench. Shuffle your deck afterward

Thick Poison 20

Flip a coin. If heads, the Defending Pokémon is now Confused and Poisoned. If tails, the Defending Pokémon is now Poisoned.

weakness resistance retreat cost

TEAM AQUA'S **Sharpedo** **70 HP**

STAGE 1

Evolves from Team Aqua's Carvanha

Slow-Acting Poison 20

At the end of your opponent's next turn, the Defending Pokémon is now Poisoned.

Aqua Smash 50+

If the Defending Pokémon is affected by a Special Condition, this attack does 50 damage plus 20 more damage.

weakness resistance retreat cost

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TEAM MAGMA'S **Camerupt** 80 HP

STAGE 1

Evolves from Team Magma's Numel

Poké-POWER **Overheat**

Once during your turn *(before your attack)*, you may search your discard pile for a basic Energy card and attach it to Team Magma's Camerupt. Put 2 damage counters on Team Mamga's Camerupt. This power can't be used if Team Magma's Camerupt is affected by a Special Condition.

Flame Ball 50

You may move a Energy card attached to Team Magma's Camerupt to 1 of your Benched Pokémon.

weakness resistance retreat cost

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TEAM MAGMA'S **Lairon** **80 HP**

STAGE 1

Evolves from Team Magma's Aron

Illus. Tsuneyasu Sugiyama

Body Slam 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Tackle 50

weakness resistance retreat cost

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TEAM MAGMA'S **Mightyena** 70 HP

STAGE 1

Evolves from Team Magma's Poochyena

Overrun 10

Choose 1 of your opponent's Benched Pokémon This attack does 10 damage to that Pokemon *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Bite Off 40+

If the Defending Pokémon is Pokémon-ex, this attack does 40 damage plus 40 more damage

weakness resistance -30 retreat cost

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TEAM MAGMA'S **Rhydon** 80 HP

STAGE 1

Evolves from Team Magma's Rhyhorn

Illus. T. Hanyu

Second Strike 20+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 20 damage plus 20 more damage.

Land Crush 60

Flip a coin. If tails, discard an Energy card attached to Team Magma's Rhydon.

weakness resistance retreat cost

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TEAM MAGMA'S **Zangoose** 70 HP

BASIC

Illus. Zero

Call for Family

Search your deck for a Basic Pokémon or Basic Pokémon with Team Magma in its name and put it onto your Bench. Shuffle your deck afterward.

Team Play 10×

Does 10 damage times the number of Pokémon in play with Team Magma in its name.

weakness resistance retreat cost

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TEAM AQUA'S **Cacnea**

90 HP

PokéBeach.com

BASIC

This Pokemon is both [Grass] and [Darkness] type

Paralyzing Gaze

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Pin Missile 10x

Flip 4 coins. This attack does 10 damage times the number of heads.

weakness

retreat cost

TEAM AQUA'S **Carvanha** 50 HP

BASIC

Illus. Mr. .87

Poké-BODY **Dark Lift**

If Team Aqua's Carvanha has any Energy attached to it, the Retreat Cost for Team Aqua's Carvanha is 0.

Slow-Acting Poison 20

At the end of your opponent's next turn, the Defending Pokémon is now Poisoned.

weakness resistance retreat cost

TEAM AQUA'S **Corphish** 50 HP

BASIC

Illus. Atsuko Suzuki

Double Pinchers 10×

Flip 2 coins This attack does 10 damage times the number of heads

Dark Poison 20

Discard a basic Energy card attached to Team Aqua's Corphish or this attack does nothing. The Defending Pokémon is now Poisoned.

weakness resistance retreat cost

TEAM AQUA'S **Electrike** 50 HP

BASIC

Illus. M. Akiyama

Random Spark

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Plasma 10

Flip a coin. If heads, search your discard pile for a Energy card and attach it to Team Aqua's Electrike.

weakness resistance -30 retreat cost

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TEAM AQUA'S **Lanturn** 80 HP

STAGE 1

Evolves from Team Aqua's Chinchou

Auxiliary Light

Once during your turn *(before your attack)*, you may attach a basic Energy card from your hand to Team Aqua's Lanturn. Put 2 damage counters on Team Aqua's Lanturn. This power can't be used if Team Aqua's Lanturn is affected by a Special Condition.

Lightning Ball 50

weakness resistance -30 retreat cost

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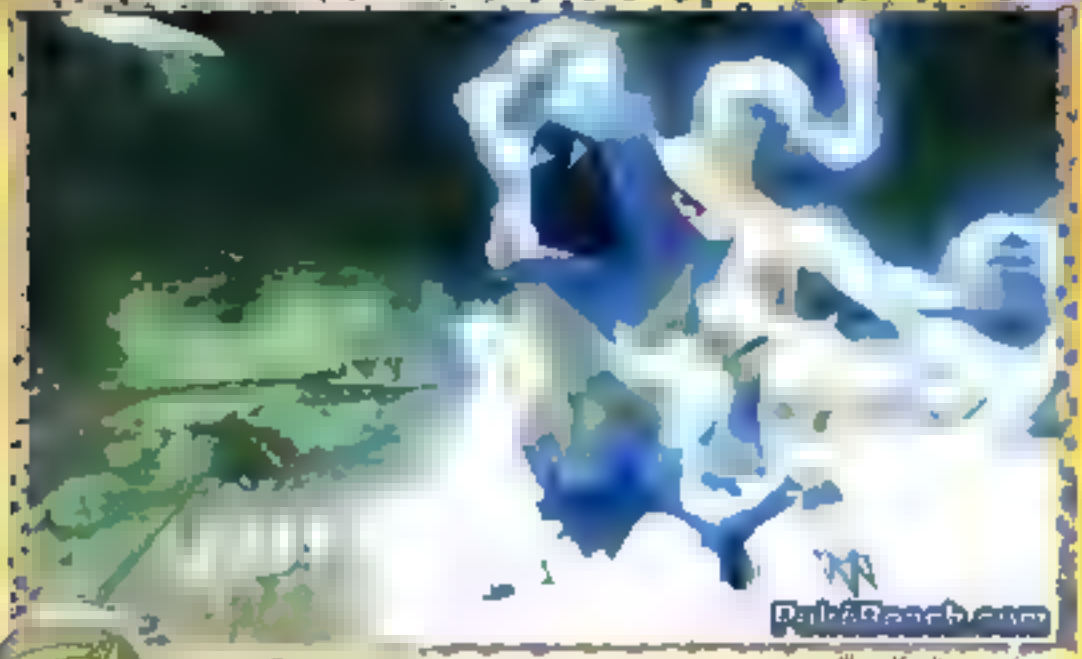
TEAM AQUA'S **Manectric** 80 HP



STAGE 1

Evolves from Team Aqua's Electrike

Illus. K. Yamamoto

Aqua Beam 20

If the Defending Pokémon has Team Magma in its name, the Defending Pokémon is now Confused.

Chaos Crush 50

If the Defending Pokémon is Confused, discard an Energy card attached to the Defending Pokémon.

weakness resistance -30 retreat cost

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TEAM AQUA'S **Mightyena** 80 HP

STAGE 1

Evolves from Team Aqua's Poochyena

Aqua Call

Search your deck for Pokémon that has Team Aqua in its name, show up to 3 of them to your opponent, and put them into your hand. Shuffle your deck afterward.

Wave Splash 30

weakness

resistance -30

retreat cost

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TEAM AQUA'S **Sealeo** **80 HP**

STAGE 1

Evolves from Team Aqua's Spheal

Aurora Beam 20

Knock Over 40

You may discard any Stadium card in play.

weakness resistance retreat cost

TEAM MAGMA'S **Baltoy** 50 HP

BASIC

Illus. Atsuko Arue

Psymist

Flip 2 coins For each heads, choose 1 of you opponent's Pokémon and put 1 damage counter on that Pokémon.

Pain Amplifier

Put 1 damage counter on each of your opponent's Pokémon that already has damage counters on it.

weakness

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TEAM MAGMA'S **Claydol** 80 HP

STAGE 1

Evolves from Team Magma's Baltoy

Illus. Ryo Ueda

Clay Curse

Put 2 damage counters on your opponent's Pokémon in any way you like.

Clay Pulse 50

Does 10 damage to each of your opponent's Benched Pokémon that has any damage counters on it. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

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TEAM MAGMA'S **Houndoom** **70 HP**

Illus. Ken Sugimori

STAGE 1

Evolves from Team Magma's Houndour

Target Scorch 30

If the Defending Pokémon has Team Aqua in its name, the Defending Pokémon is now Burned.

Damage Burn 40+

If the Defending Pokémon already has any damage counters on it, this attack does 40 damage plus 20 more damage.

weakness resistance retreat cost

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TEAM MAGMA'S **Houndour** 50 HP

BASIC

Singe

Flip a coin. If heads, the Defending Pokémon is now Burned.

Dark Shock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

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TEAM MAGMA'S **Lairon** 70 HP

STAGE 1

Evolves from Team Magma's Aron

Gnaw 20

Land Sonic 40

If the Defending Pokémon already has any damage counters on it, the Defending Pokémon is now Confused.

weakness resistance retreat cost

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TEAM MAGMA'S **Mightyena** 80 HP

STAGE 1

Evolves from Team Magma's Poochyena

POKÉ-POWER **Call for Help**

Once during your turn *(before your attack)*, if Team Magma's Mightyena is your Active Pokémon, you may search your deck for a Pokémon with Team Magma in its name, show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Team Magma's Mightyena is affected by a Special Condition.

Lunge 50

Flip a coin. If tails, this attack does nothing.

weakness resistance -30 retreat cost

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TEAM MAGMA'S **Rhyhorn** 50 HP

BASIC

Illus. Mr. Tei

Double Damage

Does 10 damage to each Defending Pokémon.

Horn Rush 60

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

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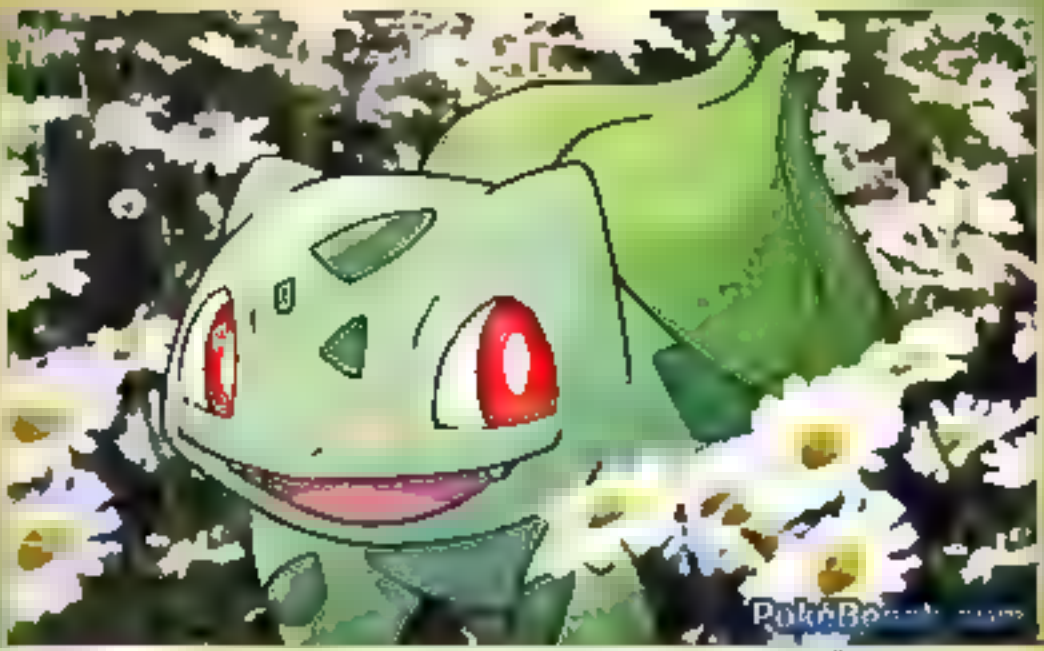
Bulbasaur

50 HP



BASIC

Illus. Ken Sugimori

Growth

Attach a Energy card from your hand to Bulbasaur.

Razor Leaf 10

weakness resistance retreat cost

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Cubone

50 HP

BASIC

Illus. Ken Sugimori

Bone Attack 20

Flip a coin. If tails, this attack does nothing.

weakness resistance retreat cost

Jigglypuff

50 HP

BASIC

Illus. Ken Sugimori

Doubleslap 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

Rest

Remove all Special Conditions and 3 damage counters from Jigglypuff (all if there are less than 3). Jigglypuff is now Asleep.

weakness | resistance | retreat cost

Meowth

50 HP

BASIC

Illus. Ken Sugimori

Plunder 10

Before doing damage, discard all Trainer cards attached to the Defending Pokémon *(before they affect the damage)*.

Scratch 20

weakness resistance retreat cost

Pikachu

50 HP

BASIC

Illus. Ken Sugimori

Agility

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Pikachu during your opponent's next turn.

Thundershock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

Psyduck

40 HP

BASIC

Illus. Ken Sugimori

Bubble 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Confuse Ray 10

Flip a coin. If heads, the Defending Pokémon is now Confused.

weakness resistance retreat cost

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Slowpoke

50 HP

BASIC

Amnesia

Choose 1 of the Defending Pokémon's attacks That Pokémon can't use that attack during your opponent's next turn.

Tail Strike 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness resistance retreat cost

Squirtle

50 HP

BASIC

Poké-BODY **Shell Retreat**

As long as Squirtle has any Energy cards attached to it, damage done to Squirtle by an opponent's attack is reduced by 10 *(after applying Weakness and Resistance)*

Tackle 10

weakness resistance retreat cost

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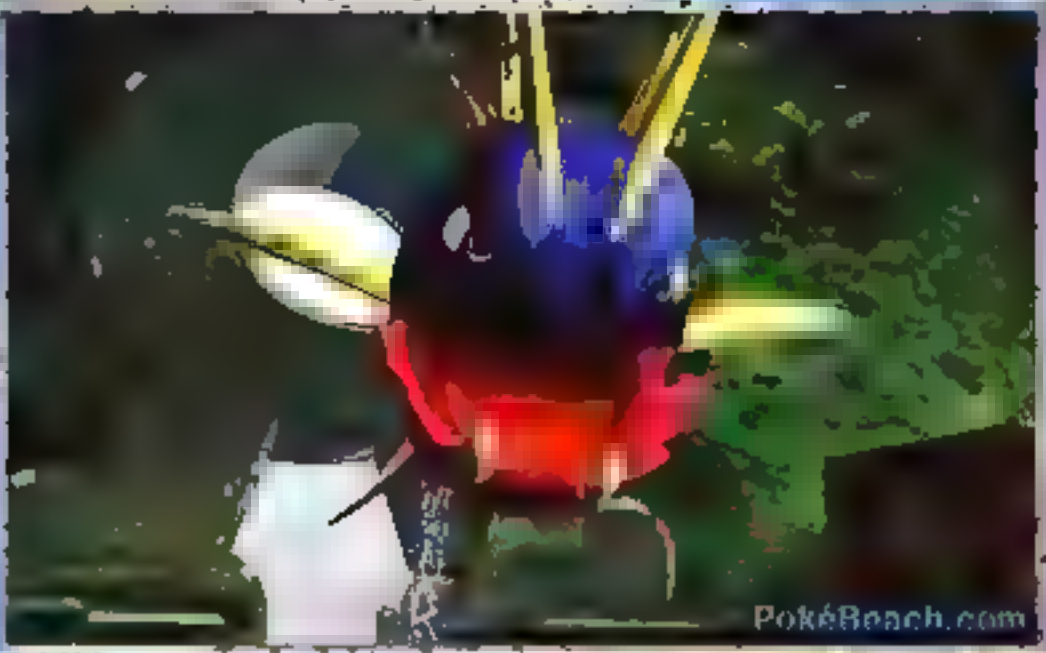
TEAM AQUA'S **Carvanha** 40 HP



BASIC

Confuse Ray 10

Flip a coin. If heads, the Defending Pokémon is now Confused.

Poison Fang 10

The Defending Pokémon is now Poisoned.

weakness resistance retreat cost

TEAM AQUA'S **Carvanha** 50 HP

BASIC

Wave Splash 10

Razor Fin 20

weakness resistance retreat cost

TEAM AQUA'S **Chinchou** 50 HP

BASIC

Illus. Kurwa Yamawa

Confuse Ray

Flip a coin. If heads, the Defending Pokémon is now Confused.

Wave Splash 20

Weakness | Resistance -30 | Retreat cost

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TEAM AQUA'S **Corphish** 40 HP

BASIC

Toxic Grip

The Defending Pokémon is now Poisoned.

weakness resistance retreat cost

TEAM AQUA'S **Corphish** 50 HP

BASIC

Illus. Atsuko Suzuki

Slash 10

Slow-Acting Poison 10

At the end of your opponent's next turn, the Defending Pokémon is now Poisoned.

weakness resistance retreat cost

TEAM AQUA'S **Electrike** 50 HP

BASIC

Illus. M. Akamine

Scratch 10

Thundershock 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance -30 retreat cost

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TEAM AQUA'S **Electrike** 50 HP

BASIC

Ilya M. Akimov

Self Charge

Attach an Energy card from your hand to Team Aqua's Electrike.

Tackle 20

weakness

resistance -30

retreat cost

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TEAM AQUA'S **Poochyena** 40 HP

BASIC

Double Scratch 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

Tail Slap 20

weakness resistance -30 retreat cost

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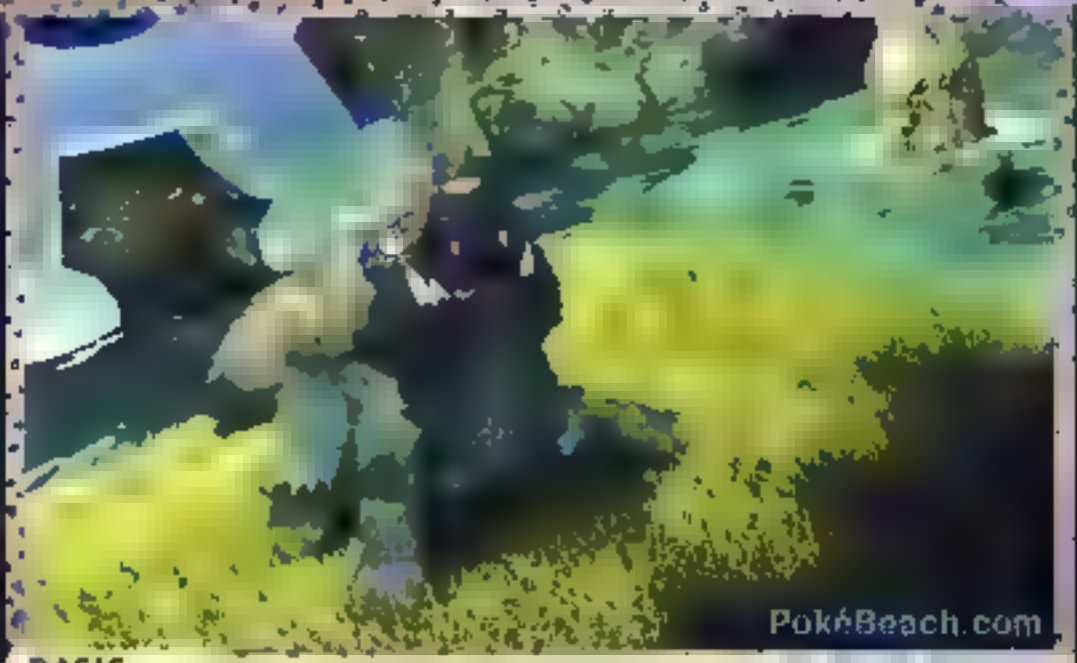
TEAM AQUA'S **Poochyena** **50 HP**



BASIC

Roar

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

Aqua Crush 10

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

weakness | resistance -30 | retreat cost

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TEAM AQUA'S **Spheal**

40 HP

BASIC

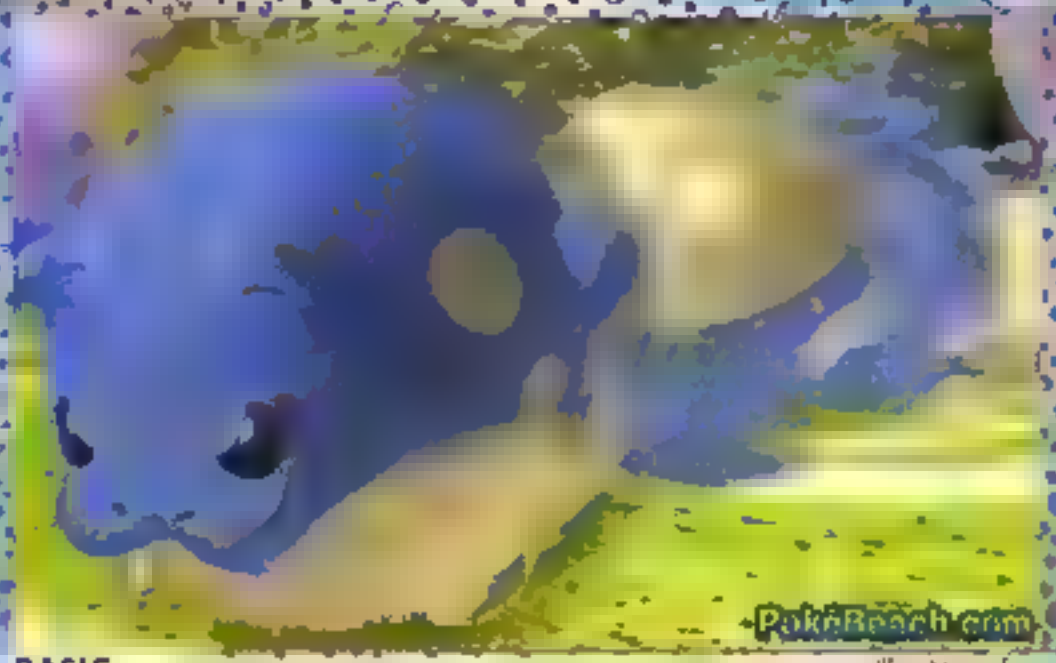
Illus. Nakaoka

Powder Snow 10

The Defending Pokémon is now Asleep.

weakness resistance retreat cost

TEAM AQUA'S **Spheal** 50 HP



BASIC

Illus. Ngaocoke

Rollout 10

Aqua Trance 20

At the end of your opponent's next turn, the Defending Pokémon is now Asleep.

weakness resistance retreat cost

TEAM MAGMA'S **Aron**

50 HP

BASIC

Illus. Ketsuya Takase

Mud Slap 10

Tackle 20

weakness resistance retreat cost

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TEAM MAGMA'S **Aron** 50 HP

BASIC

Illus. Kensuke Tokuno

Dig Under

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

weakness resistance retreat cost

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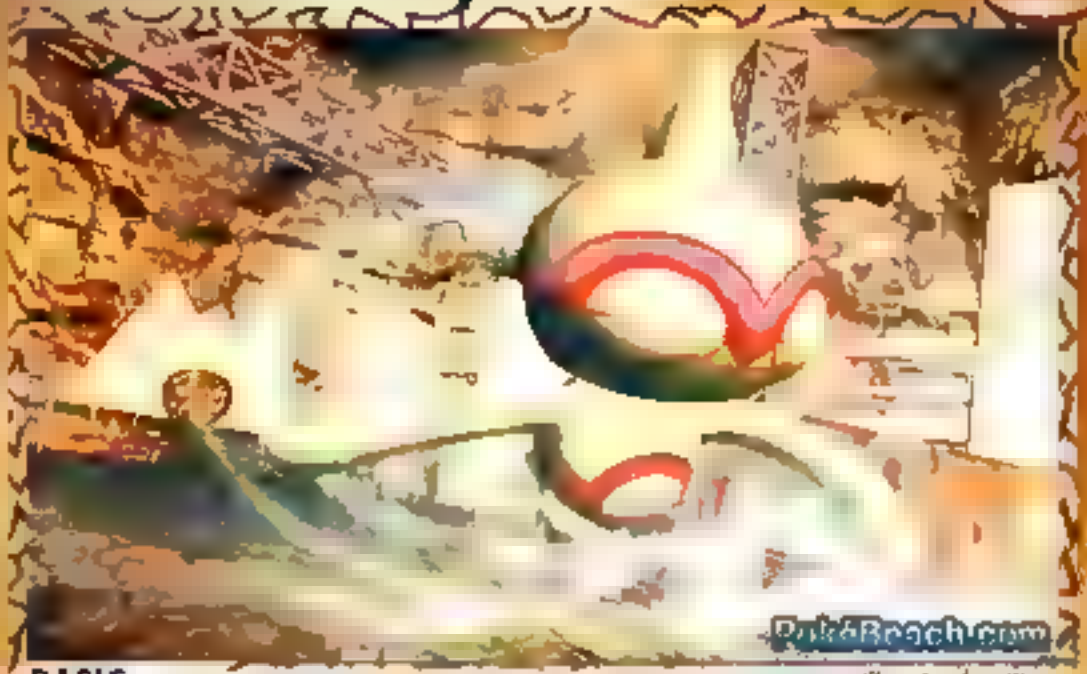
TEAM MAGMA'S **Baltoy** 50 HP



BASIC

Illus. Ayaka Yoshida

Peck 10

Double Spin 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

weakness resistance retreat cost

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TEAM MAGMA'S **Baltoy** 50 HP

BASIC

Illus. Atsuko Ojiro

Night Attack

Put 1 damage counter on 1 of your opponent's Pokémon.

Spinning Attack 20

weakness resistance retreat cost

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TEAM MAGMA'S **Houndour** 50 HP

BASIC

Combustion 10

Super Singe 10

The Defending Pokémon is now Burned.

weakness resistance retreat cost

TEAM MAGMA'S **Houndour** 50 HP

BASIC

Kick Away 10

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

Steady Firebreathing 20

weakness resistance retreat cost

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TEAM MAGMA'S **Numel** **50 HP**

BASIC

Illus. Kusuru Tobata

Collect

Draw a card.

Combustion 20

weakness resistance retreat cost

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TEAM MAGMA'S **Poochyena** 40 HP

BASIC

Snarl

Flip a coin. If heads, this attack does 10 damage to the Defending Pokémon If tails, the Defending Pokémon is now Paralyzed.

weakness resistance -30 retreat cost

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TEAM MAGMA'S **Poochyena** 50 HP

BASIC

Darkness Call

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

Sharp Fang 20

weakness resistance -30 retreat cost

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TEAM MAGMA'S **Rhyhorn** 50 HP

BASIC

Illus. Yeerkie De Silva

Double Stab 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

Second Strike 10+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 10 damage plus 20 more damage

weakness resistance retreat cost

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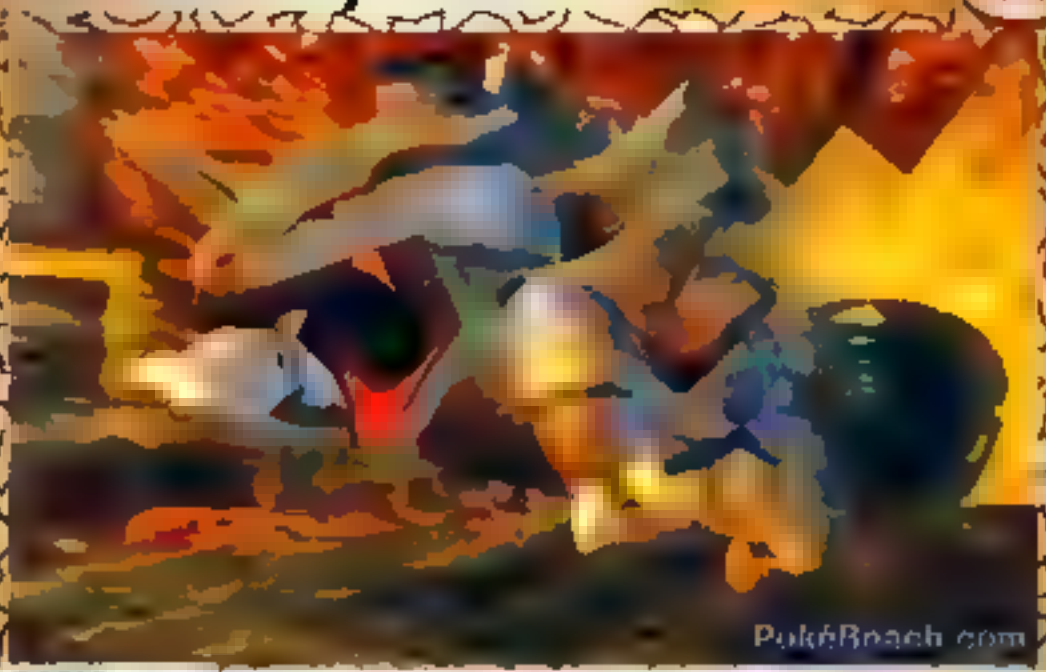
TEAM MAGMA'S **Rhyhorn** 60 HP



BASIC

Ram 10

Knock Over 10

You may discard any Stadium card in play.

weakness resistance retreat cost

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TRAINER

Supporter

Team Aqua Schemer

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokemon. When your turn ends, discard this card.

Discard any 1 Pokémon from your hand. Then draw 3 cards. If you discarded a Pokémon with Team Aqua in its name, draw 4 cards instead.

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TRAINER

Supporter

Team Magma Schemer

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Discard any 1 Pokémon from your hand. Then draw 3 cards. If you discarded a Pokémon with Team Magma in its name, draw 4 cards instead.

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TRAINER

Supporter

Archie

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for a Pokémon with Team Aqua in its name and put it onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as a Basic Pokémon. If it is a Stage 2 Pokémon, put 2 damage counters on that Pokémon.

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TRAINER

Dual Ball

Flip 2 coins. For each heads, search your deck for a Basic Pokémon card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

TRAINER

Supporter

Maxie

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your hand or discard pile for a Pokémon with Team Magma in its name and put it onto your Bench. Treat the new Benched Pokémon as a Basic Pokémon. If it is a Stage 2 Pokémon, put 2 damage counters on that Pokémon.

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TRAINER

Pokémon Tool

Strength Charm

Illus. Keiji Kinebuchi

Attach Strength Charm to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

Whenever an attack from the Pokémon that Strength Charm is attached to does damage to the Active Pokémon *(after applying Weakness and Resistance)*, the attack does 10 more damage. At the end of the turn in which this happens, discard Strength Charm.

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TRAINER

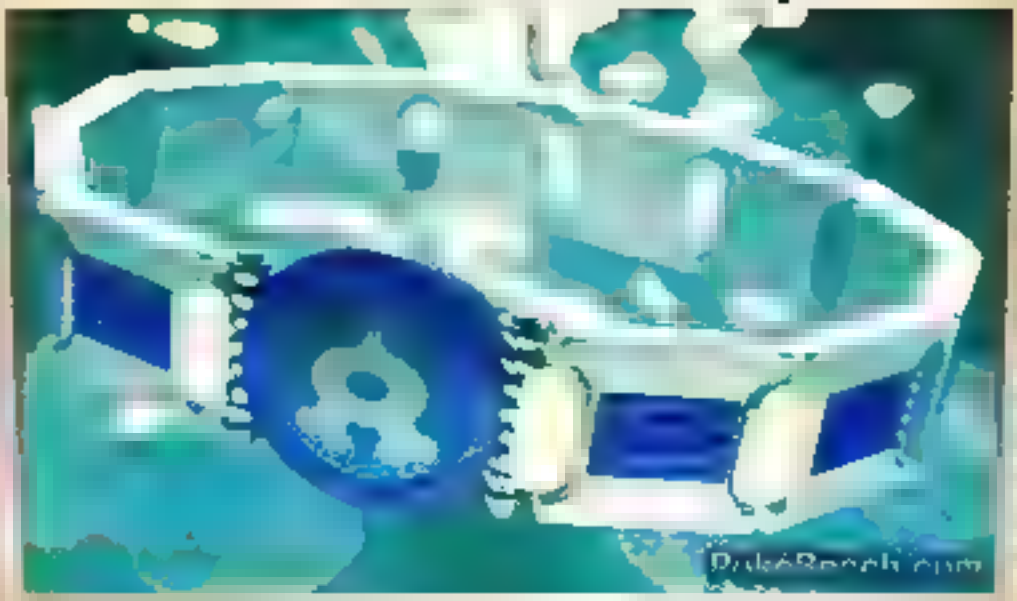
Team Aqua Ball

Flip a coin. If heads, search your deck for a Pokémon that has Team Aqua in its name, show it to your opponent, and put it into your hand. If tails, search your deck for a Basic Pokémon that has Team Aqua in its name, show it to your opponent and put into your hand Shuffle your deck afterward

TRAINER

Pokémon Tool

Team Aqua Belt



Attach Team Aqua Belt to 1 of your Pokémon with Team Aqua in its name that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

At any time between turns, if the Pokémon Team Aqua Belt is attached to is your Active Pokémon, search your deck for a card that evolves from that Pokémon and put it on that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward, then discard Team Aqua Belt.

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TRAINER

Supporter

Team Aqua Conspirator

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 2 in any combination of Basic Pokémon with Team Aqua in its name and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

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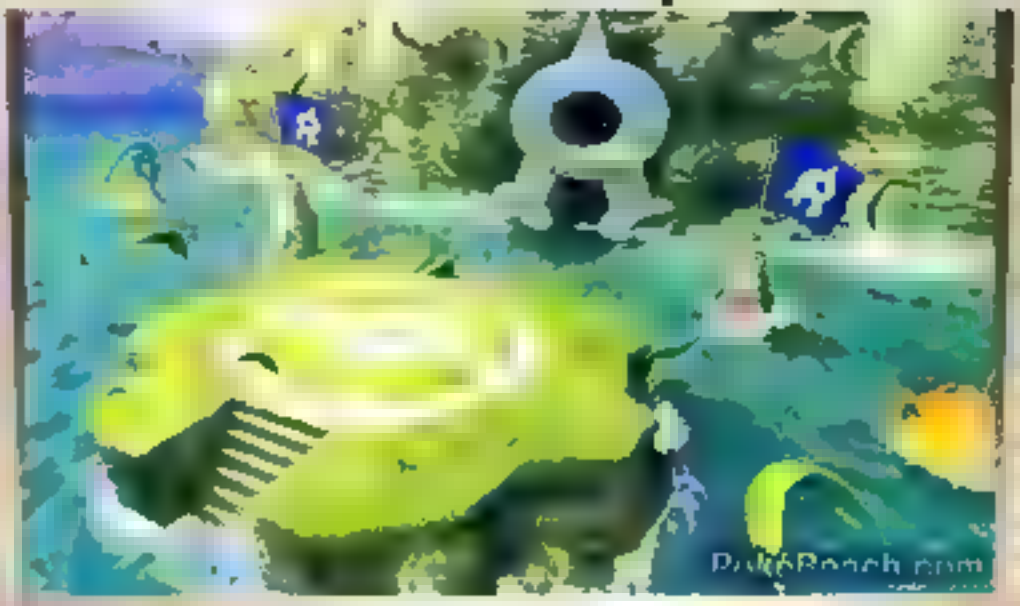
TRAINER

Stadium

Team Aqua Hideout



Illus. Hiromichi Sugimoto

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each Pokémon that does not have Team Aqua in its name pays [C] more to retreat.

TRAINER

Technical Machine

Team Aqua Technical Machine 01

Illus. Mitsuhiro Arita

Attach this card to 1 of your Pokémon that has Team Aqua in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Team Aqua Technical Machine 01.

Miracle 10

Choose 1 Special Condition. The Defending Pokémon is now affected by that Special Conditon.

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TRAINER

Team Magma Ball

Flip a coin. If heads, search your deck for a Pokémon that has Team Magma in its name, show it to your opponent, and put it into your hand. If tails, search your deck for a Basic Pokémon that has Team Magma in its name, show it to your opponent and put into your hand. Shuffle your deck afterward.

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TRAINER

Pokémon tool

Team Magma Belt

Attach Team Magma Belt to 1 of your Pokémon with Team Magma in its name that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

At any time between turns, if the Pokémon Team Magma Belt is attached to is your Active Pokémon, search your deck for a card that evolves from that Pokémon and put it on that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward, then discard Team Magma Belt.

TRAINER

Supporter

Team Magma Conspirator

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 2 in any combination of Basic Pokémon with Team Magma in its name and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

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TRAINER

Stadium

Team Magma Hideout

This card stays in play when you play it. Discard this card if another Stadium card comes into play

Whenever any player plays a Basic Pokémon that doesn't have Team Magma in its name from his or her hand, that player puts 1 damage counter on that Pokémon.

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TRAINER

Technical Machine

Team Magma Technical Machine 01

Attach this card to 1 of your Pokémon that has Team Magma in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Team Magma Technical Machine 01.

Crushing Magma 10

Choose an Energy card attached to the Defending Pokémon and put that card at the bottom of your opponent's deck.

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TRAINER

Warp Point

Your opponent switches 1 of his or her Defending Pokémon with 1 of his or her Benched Pokémon, if any. You switch 1 of your Active Pokémon with 1 of your Benched Pokémon, if any.

ENERGY

Aqua Energy

Aqua Energy can be attached only to a Pokémon with Team Aqua in its name. Aqua Energy provides [C] Energy, but provides 2 Energy at a time. (Does not count as a Special Energy card when not in play, and has no effect other than providing Energy.) At the end of your turn, discard Aqua Energy.

Illus. Takumi Akabora

ENERGY

Magma Energy

Special Energy Card

Magma Energy can be attached only to a Pokémon with Team Magma in its name. Magma Energy provides [C] and [R] Energy but provides 2 Energy at a time. (Doesn't count as a basic Energy card when not in play and has no effect other than providing Energy.)
At the end of your turn, discard Magma Energy.

Illus. Takumi Akabane

Double Rainbow Energy provides 2 Energy of any type (except [illegible]) while in play. Double Rainbow Energy provides every type of Energy but provides 2 Energy at a time. Double Rainbow Energy can be attached only to an Evolved Pokémon. Double Rainbow Energy does nothing unless it is attached to a Pokémon. Double Rainbow Energy is attached to is reduced by 10 *(after applying Weakness and Resistance)*. When the Pokémon Double Rainbow Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy.

Illus. Takumi Akabane

Blaziken *ex*

150 HP

STAGE 2

Evolves from Combusken

Illus. Hikaru Koyke

Knocked Out
2 Prize cards

Blaze Kick 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage. If tails, this attack does 30 damage and the Defending Pokémon is now Burned.

Volcanic Ash

Discard 2 Energy attached to Blaziken ex and then choose 1 of your opponent's Pokémon. This attack does 100 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat cost

SBN-JP0-44X

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Cradily ex

150 HP

STAGE2

Evolves from Lileep

Illus. Ryo Ueda

When this Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY Primal Vibes

As long as Cradily ex is your Active Pokémon, your opponent can't play a Pokémon from his or her hand to evolve his or her Active Pokémon.

Eerie Light 30

The Defending Pokémon is now Confused.

Acidic Poison 60

The Defending Pokémon is now Poisoned and Burned.

weakness | resistance | retreat cost

HD2 DMA TRG

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Entei ex

100 HP

BASIC

Illus. Ayaka Yoda

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Searing Flame 10

Flip a coin. If heads, the Defending Pokémon is now Burned.

Bright Flame 90

Discard 2 Energy attached to Entei ex.

weakness | resistance | retreat cost

EX-PH1-ZIA

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Raikou ex

100 HP

BASIC

Illus. Ryo Ueda

When Pokémon ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Dazzle Blast 10

Flip a coin. If heads, the Defending Pokémon is now Confused.

Lightning Tackle 70

Flip a coin. If tails, Raikou ex does 20 damage to itself.

weakness | resistance | retreat cost

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Sceptile *ex* 150 HP

STAGE 2

Evolves from Grovyle

Illus. Eikoku Koike

A [G] Pokémon ex has been **Knocked Out** your opponent takes **2 Prize cards**

Green Heal

Remove 4 damage counters from each of your Pokémon that has [G] Energy attached. If that Pokémon has less than 4 damage counters, remove all of them.

[C][C] Poison Ring 40

The Defending Pokémon is now Poisoned. The Defending Pokemon can't retreat until the end of your opponent's next turn.

[G][G][C][C][C] Slashing Strike 100

Sceptile ex can't use Slashing Strike during your next turn.

weakness [R] ×2

resistance [W] -30

retreat cost [C][C]

EX-UF-DSR

©2004 Pokemon/Nintendo

Suicune *ex*

100 HP

BASIC

Illus. Ryo Ueda

When Pokémon-ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Energy Flip

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. You may move an Energy card attached to that Pokémon to another of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Reverse Stream 50+

You may return all basic Energy cards attached to Suicune ex to your hand. If you do, this attack does 50 damage plus 10 more damage for each basic Energy card you returned.

weakness | resistance | retreat cost

PDG-VQ5-HD3

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Swampert *ex*

150 HP

STAGE 2

Evolves from Marshtomp

Illus. Hikaru Koike

When Pokémon ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Hyper Pump 20+

Does 20 damage plus 20 more damage for each basic Energy attached to Swampert ex but not used to pay for this attack's Energy cost. You can't add more than 80 damage in this way.

Crushing Wave

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. After doing damage, flip a coin. If heads, your opponent discards an Energy card, if any, attached to that Pokémon. *(Don't apply Weakness and Resistance to Benched Pokémon.)*

weakness | resistance | retreat cost

YEC-Y60-0113 ©2004 Pokémon/Nintendo

Absol

70 HP

BASIC

Illus. Mitsuhiro Arita

Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokemon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies or any other effects on that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness resistance retreat cost

ZTJ-9E8-D4X ©2004 Pokémon/Nintendo 96/95 ★

Jirachi

50 HP

BASIC

Illus. Mitsuhiro Arita

Hypnoblast 10

The Defending Pokémon is now Asleep.

Swift 20

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies or any other effects on the Defending Pokemon.

weakness resistance retreat cost